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APPLICATION NO.	FILING DATE	FIRST NAMED INVENTOR	ATTORNEY DOCKET NO.	CONFIRMATION NO.
10/661,233	09/12/2003	Jeffrey George	60518-177	6852
27305 7590 07/19/2007 HOWARD & HOWARD ATTORNEYS, P.C. THE PINEHURST OFFICE CENTER, SUITE #101 39400 WOODWARD AVENUE BLOOMFIELD HILLS, MI 48304-5151			EXAMINER HALL, ARTHUR O	
			ART UNIT 3709	PAPER NUMBER
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**Please find below and/or attached an Office communication concerning this application or proceeding.**

The time period for reply, if any, is set in the attached communication.

## Office Action Summary

### Application No.

10/661,233

### Applicant(s)

GEORGE ET AL.

### Examiner

Arthur O. Hall

### Art Unit

3709

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

### Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

### Status

- 1) ☒ Responsive to communication(s) filed on 3/25/2007.
- 2a) ☐ This action is **FINAL**. 2b) ☒ This action is non-final.
- 3) ☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

### Disposition of Claims

- 4) ☒ Claim(s) 1-49 is/are pending in the application.
- 4a) Of the above claim(s) \_\_\_\_\_ is/are withdrawn from consideration.
- 5) ☐ Claim(s) \_\_\_\_\_ is/are allowed.
- 6) ☒ Claim(s) 1-49 is/are rejected.
- 7) ☐ Claim(s) \_\_\_\_\_ is/are objected to.
- 8) ☐ Claim(s) \_\_\_\_\_ are subject to restriction and/or election requirement.

### Application Papers

- 9) ☒ The specification is objected to by the Examiner.
- 10) ☒ The drawing(s) filed on 12 September 2003 is/are: a) ☐ accepted or b) ☒ objected to by the Examiner.
- Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).
- Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).
- 11) ☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

### Priority under 35 U.S.C. § 119

- 12) ☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
- a) ☐ All b) ☐ Some \* c) ☐ None of:
- ☐ Certified copies of the priority documents have been received.
  - ☐ Certified copies of the priority documents have been received in Application No. \_\_\_\_\_.
  - ☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

\* See the attached detailed Office action for a list of the certified copies not received.

### Attachment(s)

- |  |   |
|--|---|
| 1) <input checked="" type="checkbox"/> Notice of References Cited (PTO-892)            | 4) <input type="checkbox"/> Interview Summary (PTO-413)                       |
| 2) <input type="checkbox"/> Notice of Draftsperson's Patent Drawing Review (PTO-948)   | Paper No(s)/Mail Date. _____  |
| 3) <input checked="" type="checkbox"/> Information Disclosure Statement(s) (PTO/SB/08) | 5) <input type="checkbox"/> Notice of Informal Patent Application             |
| Paper No(s)/Mail Date <u>1/16/2004; 5/23/2005</u> .                                    | 6) <input checked="" type="checkbox"/> Other: <u>IDS: 3/25/2007 (qty 2)</u> . |

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## **DETAILED ACTION**

### ***Information Disclosure Statement***

The information disclosure statement (IDS) submitted on 1/16/2004, 5/23/2005 and 3/25/2007 (quantity of two) have been acknowledged by the examiner.

### ***Drawings***

The drawings are objected to as failing to comply with 37 CFR 1.84(p)(4) because reference character "24" has been used to designate both servlet and player as disclosed in paragraphs 00133 and 00135 of the specification. Corrected drawing sheets in compliance with 37 CFR 1.121(d) are required in reply to the Office action to avoid abandonment of the application. Any amended replacement drawing sheet should include all of the figures appearing on the immediate prior version of the sheet, even if only one figure is being amended. Each drawing sheet submitted after the filing date of an application must be labeled in the top margin as either "Replacement Sheet" or "New Sheet" pursuant to 37 CFR 1.121(d). If the changes are not accepted by the examiner, the applicant will be notified and informed of any required corrective action in the next Office action. The objection to the drawings will not be held in abeyance.

In addition to Replacement Sheets containing the corrected drawing figure(s), applicant is required to submit a marked-up copy of each Replacement Sheet including annotations indicating the changes made to the previous version. The marked-up copy must be clearly labeled as "Annotated Sheets" and must be presented in the amendment or remarks section that explains the change(s) to the drawings. See 37

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CFR 1.121(d)(1). Failure to timely submit the proposed drawing and marked-up copy will result in the abandonment of the application.

### ***Specification***

The disclosure is objected to because of the following informalities: the terms player and servlet are disclosed in paragraphs 00133 and 00135 as having the same reference character 24 as shown in Fig. 1 as described above. Further, the reference character 198, fill detail, is not shown in the drawings. Additionally, the reference character 200, jackpot detail, is also not shown in the drawings.

Appropriate correction is required.

### ***Double Patenting***

The nonstatutory double patenting rejection is based on a judicially created doctrine grounded in public policy (a policy reflected in the statute) so as to prevent the unjustified or improper timewise extension of the "right to exclude" granted by a patent and to prevent possible harassment by multiple assignees. A nonstatutory obviousness-type double patenting rejection is appropriate where the conflicting claims are not identical, but at least one examined application claim is not patentably distinct from the reference claim(s) because the examined application claim is either anticipated by, or would have been obvious over, the reference claim(s). See, e.g., *In re Berg*, 140 F.3d 1428, 46 USPQ2d 1226 (Fed. Cir. 1998); *In re Goodman*, 11 F.3d 1046, 29 USPQ2d 2010 (Fed. Cir. 1993); *In re Longi*, 759 F.2d 887, 225 USPQ 645 (Fed. Cir. 1985); *In re Van Ornum*, 686 F.2d 937, 214 USPQ 761 (CCPA 1982); *In re Vogel*, 422 F.2d 438, 164 USPQ 619 (CCPA 1970); and *In re Thorington*, 418 F.2d 528, 163 USPQ 644 (CCPA 1969).

A timely filed terminal disclaimer in compliance with 37 CFR 1.321(c) or 1.321(d) may be used to overcome an actual or provisional rejection based on a nonstatutory double patenting ground provided the conflicting application or patent either is shown to be commonly owned with this application, or claims an invention made as a result of activities undertaken within the scope of a joint research agreement.

Effective January 1, 1994, a registered attorney or agent of record may sign a terminal disclaimer. A terminal disclaimer signed by the assignee must fully comply with 37 CFR 3.73(b).

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Claims 1-21 and 26-45 are provisionally rejected on the ground of nonstatutory obviousness-type double patenting as being unpatentable over claims 1-10, 18-28, 33-41 and 49-59, respectively, of copending Application No. 10/661,140 (US Patent Application Publication 2004/0092305; George et al.). Although the conflicting claims are not identical, they are not patentably distinct from each other because every element of claims 1-21 and 26-45 are found in claims 1-10, 18-28, 33-41 and 49-59, respectively, in the disclosure of Application No. 10/661,140.

Claims 1-10, 18-28, 33-41 and 49-59 of Application No. 10/661,140 disclose every limitation of claims 1-21 and 26-45, respectively, of Application No. 10/661,233 with the exceptions of substantially reciting the exchange of data including player voucher information between a host computer and remote device, a request form, a fillable form for receiving user information, filling out a form by a user with identifying data, and voucher information as being associated with gaming machine information stored on a database as a function of identification information.

However, the claims recite receiving player information for storage on a database remotely from and returning that player information to the remote device, which is exchange of player tracking data. Additionally, it is within the scope of the claims to use a request form in the place of an attendance form since both forms merely accept input information from the user. Further, the scope of the claims also encompass using a fillable form for receiving user information since financial and other institutions regularly practice the use of fillable forms for the purpose of receiving user information. As well, the claim scope includes receiving identification information at a remote device, which is

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commonly filling out a form with data at the remote device since financial and other institutions regularly obtain information from customers in this manner. It is also within the claim scope to realize that voucher/ticket information is commonly stored in a database for validation of player information in a player tracking system.

Hence, it would have been obvious to one having ordinary skill in the art to modify claims 1-10, 18-28, 33-41 and 49-59 of Application No. 10/661,140 to provide exchange of player voucher information between a host computer and remote device, a request form, a fillable form, filling out a form by a user with identifying data, and voucher information associated with gaming machine information as recited in claims 1-21 and 26-45, respectively, of Application No. 10/661,233.

The following claim charts show the claim-to-claim comparison between both applications:

10/661,233	10/661,140
<p><b>Claim 1:</b> A remote system for use with a gaming system, the gaming system for implementing a player tracking system, the player tracking system having at least one voucher assigned to a player, the voucher having at least one of a goods and service, the remote system comprising:</p> <p>a remote device; and,</p>	<p><b>Claim 1:</b> A remote system for use with a gaming system, the gaming system having gaming machine playable by a player and having gaming machine at least one information associated with the at least one gaming machine, a host computer coupled to the at least one gaming machine by a network, the host computer including a database for maintaining the player attendance information, the remote system comprising:</p> <p>a remote device for receiving identification information input by a user; and,</p>



a remote network interface coupled to the remote device for exchanging data between host computer and the remote device, the data including voucher information associated with the voucher assigned to the player in the player tracking system.

**Claim 2:** A remote system, as set forth in claim 1, wherein the remote device is coupled to the remote network interface by a wireless connection.

**Claim 3:** A remote system, as set forth in claim 2, wherein the wireless connection uses an IEEE 802.11 standard.

**Claim 4:** A remote system, as set forth in claim 3, wherein the wireless connection is IEEE 802.11b.

**Claim 5:** A remote system, as set forth in claim 3, wherein the wireless connection is IEEE 802.11g.

**Claim 6:** A remote system, as set forth in claim 1, the remote device having a processor and a web client for interaction with a user.

a remote network interface coupled to the remote device for receiving the identification information from the remote device, sending gaming machine information from the gaming machine to the database for storing the gaming machine information as a function of the identification information, and returning the player attendance information to the remote device (it would have been obvious at the time of invention to exchange data including player voucher information between a host computer and remote device since receiving player information for storage on a database remotely from and returning that player information back to the remote device is exchange of player tracking data).

**Claim 2:** A remote system, as set forth in claim 1, wherein the remote device is coupled to the remote network interface by a wireless connection.

**Claim 3:** A remote system, as set forth in claim 2, wherein the wireless connection uses an IEEE 802.11 standard.

**Claim 4:** A remote system, as set forth in claim 3, wherein the wireless connection is IEEE 802.11b.

**Claim 5:** A remote system, as set forth in claim 3, wherein the wireless connection is IEEE 802.11g.

**Claim 6:** A remote system, as set forth in claim 1, the remote device having a processor and a web client for interaction with the user.

**Claim 7:** A remote system, as set forth in claim 6, the web client for acquiring input from the user and formatting and presenting data to the user.

**Claim 8:** A remote system, as set forth in claim 1, the data including a request form, the remote network interface for sending the request form to the remote device.

**Claim 9:** A remote system, as set forth in claim 8, the data including player information, the request form being tillable with the player information by a user, the remote device for sending the player information to the remote network interface.

**Claim 10:** A remote system, as set forth in claim 9, the remote device having a processor and a web client for interaction with a user, the request form being accessible through the web client.

**Claim 11:** A remote system, as set forth in claim 1, the host computer including a database for maintaining the player tracking system, the remote network interface coupled to the database for retrieving and storing data therein.

**Claim 12:** A remote system, as set forth in claim 11, the database for storing data in database tables.

**Claim 13:** A remote system, as set forth in claim 12, further comprising a plurality of first data object coupled to the database tables for retrieving and

**Claim 7:** A remote system, as set forth in claim 6, the web client for acquiring input from the user and formatting and presenting data to the user.

**Claim 8:** A remote system, as set forth in claim 1, the remote network interface for sending an attendance form to the remote device (it would have been obvious at the time of invention to use a request form in the place of an attendance form since both forms merely accept input information from the user).

**Claim 9:** A remote system, as set forth in claim 8, the attendance form being tillable with the identification information by the user.

**Claim 10:** A remote system, as set forth in claim 9, the remote device having a processor and a web client for interaction with a user, the attendance form being accessible through the web client.

**Claim 18:** A remote system, as set forth in claim 1, the remote network interface coupled to the database for retrieving and storing data therein.

**Claim 19:** A remote system, as set forth in claim 18, the database for storing data in database tables.

**Claim 20:** A remote system, as set forth in claim 19, further comprising a plurality of first data object coupled to the database tables for retrieving and storing



storing data in the database tables.

**Claim 14:** A remote system, as set forth in claim 13, further comprising at least one second data object coupled to the first data objects for assembling multiple first data objects into a third data object.

**Claim 15:** A remote system, as set forth in claim 14, the third data object coupled to the remote network interface for receiving queries from the remote network interface, retrieves responsive data from the database, formatting the responsive data and returning the responsive data to the remote network interface.

**Claim 16:** A remote system, as set forth in claim 15, the remote network interface for receiving the responsive data and transmitting the responsive data to the remote device.

**Claim 17:** A remote system, as set forth in claim 18, the remote device having a processor and a web client for interaction with a user, the remote network interface for formatting the responsive data into a hyper text mark-up language response for display by the web client.

**Claim 18:** A remote system, as set forth in claim 6, the web client including a plurality of servlets for providing functionality to a user.

**Claim 19:** A remote system, as set forth in claim 18, the web client including a login layer for identifying the user.

**Claim 20:** A remote system, as set forth in claim 19, the web client including a

data in the database tables.

**Claim 21:** A remote system, as set forth in claim 20, further comprising at least one second data object coupled to the first data objects for assembling multiple first data objects into a third data object.

**Claim 22:** A remote system, as set forth in claim 21, the third object coupled to the remote network interface for receiving queries from the remote network interface, retrieving responsive data from the database, formatting the responsive data and returning the responsive data to the remote network interface.

**Claim 23:** A remote system, as set forth in claim 22, the remote network interface for receiving the responsive data and transmitting the responsive data to the remote device.

**Claim 24:** A remote system, as set forth in claim 23, the remote device having a processor and a web client for interaction with a user, the remote network interface for formatting the responsive data into a hyper text mark-up language response for display by the web client.

**Claim 25:** A remote system, as set forth in claim 6, the web client including a plurality of servlets for providing functionality to a user.

**Claim 26:** A remote system, as set forth in claim 25, the web client including a login layer for identifying the user.

**Claim 27:** A remote system, as set forth in claim 26, the web client including a

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<p>menu layer for allowing the user to navigate to and access the servlets.</p> <p><b>Claim 21:</b> A remote system, as set forth in claim 20, the user having an assigned type, the menu layer for allowing accessing to servlets and restricting access to servlets as a function of the assigned type.</p>	<p>menu layer for allowing the user to navigate to and access the servlets.</p> <p><b>Claim 28:</b> A remote system, as set forth in claim 27, the user having an assigned type, the menu layer for allowing accessing to servlets and restricting access to servlets as a function of the assigned type.</p>
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10/661,233	10/661,140
<p><b>Claim 26:</b> A method for use with a gaming system for implementing a player tracking system, the player tracking system having at least one voucher assigned to a player, the voucher having an associated number of comp points, the method including the steps of:</p> <p>sending a fillable form to a remote device;</p> <p>filling out the form with data, by a user, for identifying the player in the player tracking system; and</p>	<p><b>Claim 33:</b> A method using a remote device for retrieving player attendance information related to a player for use with a gaming system, the gaming system including at least one gaming machine playable by the player and a host computer coupled to the at least one gaming machine by a network, the host computer including a database for maintaining the player attendance information, the method including the steps of:</p> <p>(it would have been obvious at the time of invention to provide a fillable form for receiving user information since financial and other institutions regularly practice the use of fillable forms for the stated purpose)</p> <p>receiving identification information at the remote device (it would have been obvious at the time of invention to realize that receiving identification information at a remote device is commonly carried out by a user who fills out a form with identification data at a remote device from storage of the data since financial and other institutions regularly obtain information from customers by these means);</p>

(See the voucher information below)

sending voucher information to the remote device,

the voucher information being associated with the voucher assigned to the player in the player tracking system.

**Claim 27:** A method, as set forth in claim 26, the gaming system including a host computer and a remote network interface for coupling the remote device to the host computer, including the step of providing a wireless connection between the remote device and the remote network interface.

**Claim 28:** A method, as set forth in claim 27, wherein the wireless connection uses an IEEE 802.11 standard.

**Claim 29:** A method, as set forth in claim 28, wherein the wireless connection is IEEE 802.11b.

receiving the identification information from the remote device at the host computer;

sending gaming machine information from the gaming machine to the database or storing the gaming machine information as a function of the identification information (it would have been obvious at the time of invention to associate gaming machine information stored on a database as a function of identification information with voucher information since voucher/ticket information is commonly stored in a database for validation of player information in a player tracking system); and,

returning the player attendance information to the remote device.

(See sending gaming information above)

**Claim 34:** A method, as set forth in claim 33, the gaming system having a remote network interface for coupling the remote device to the host computer, the method including the step of providing a wireless connection between the remote device and the remote network interface.

**Claim 35:** A method, as set forth in claim 34, wherein the wireless connection uses an IEEE 802.11 standard.

**Claim 36:** A method, as set forth in claim 35, wherein the wireless connection is IEEE 802.11b.

**Claim 30:** A method, as set forth in claim 28, wherein the wireless connection is IEEE 802.11 g.

**Claim 31:** A method, as set forth in claim 26, the remote device having a processor and a web client for interaction with a user, the method including the steps of: acquiring input via the web client from the user; and, formatting and presenting data to the user.

**Claim 32:** A method, as set forth in claim 26, the data including a request form, the method including the step of sending the request form to the remote device.

**Claim 33:** A method, as set forth in claim 32, the request form being fillable with player information by the user, the method including the step of sending the player information to a remote network interface located on a host computer.

**Claim 34:** A method, as set forth in claim 33, the request form being accessible through the web client.

**Claim 35:** A method, as set forth in claim 26, data related to the player tracking system being stored in a database stored on a host computer, the method including the step of providing a remote network interface coupled to the database for retrieving and storing data therein.

**Claim 37:** A method, as set forth in claim 35, wherein the wireless connection is IEEE 802.11g.

**Claim 38:** A method, as set forth in claim 33, the remote device having a processor and a web client for interaction with a user, the method including the steps of: acquiring input via the web client from the user; and, formatting and presenting data to the user.

**Claim 39:** A method, as set forth in claim 33, the method including the step of sending an attendance form by the remote network interface to the remote device (it would have been obvious at the time of invention to use a request form in the place of an attendance form since both forms merely accept input information from the user).

**Claim 40:** A method, as set forth in claim 39, the attendance form being fillable with the identification information by a user.

**Claim 41:** A method, as set forth in claim 40, the attendance form being accessible through a web client.

**Claim 49:** A method, as set forth in claim 33, the remote network interface coupled to the database for retrieving and storing data therein.

**Claim 36:** A method, as set forth in claim 35, the method including the step of the storing data in the database in database tables.

**Claim 37:** A method, as set forth in claim 36, the method including the step of providing a plurality of first data object coupled to the database tables for retrieving and storing data in the database tables.

**Claim 38:** A method, as set forth in claim 37, the method including the step of providing at least one second data object coupled to the first data objects for assembling multiple first data objects into a third data object.

**Claim 39:** A method, as set forth in claim 38, the third object being coupled to the remote network interface, the method including the steps of receiving, by the third object, queries from the remote network interface, retrieving responsive data from the database, formatting the responsive data and returning the responsive data to the remote network interface.

**Claim 40:** A method, as set forth in claim 35, the method including the step of receiving, by the remote network interface, the responsive data and transmitting the responsive data to the remote device.

**Claim 41:** A method, as set forth in claim 40, the remote device having a processor and a web client for interaction with a user, the method including the steps of formatting, by the remote network interface, the responsive data into a hyper text mark-

**Claim 50:** A method, as set forth in claim 49, the database for storing data in database tables.

**Claim 51:** A method, as set forth in claim 50, including the step of providing a plurality of first data object coupled to the database tables for retrieving and storing data in the database tables.

**Claim 52:** A method, as set forth in claim 51, including the step of providing at least one second data object coupled to the first data objects for assembling multiple first data objects into a third data object.

**Claim 53:** A method, as set forth in claim 52, the third object coupled to the remote network interface, the method including the step of receiving queries from the remote network interface at the third object, retrieving responsive data from the database, formatting the responsive data and returning the responsive data to the remote network interface.

**Claim 54:** A method, as set forth in claim 53, including the steps of receiving the responsive data and transmitting the responsive data to the remote device.

**Claim 55:** A method, as set forth in claim 54, the remote device having a processor and a web client for interaction with a user, the method including the step of formatting the responsive data, at the remote network interface, into a hyper text mark-up language response for display by the web client.



<p>up language response for display by the web client.</p> <p><b>Claim 42:</b> A method, as set forth in claim 31, the web client including a plurality, of servlets for providing functionality to a user.</p> <p><b>Claim 43:</b> A method, as set forth in claim 42, the web client including a login layer for identifying the user.</p> <p><b>Claim 44:</b> A method, as set forth in claim 43, the web client including a menu layer for allowing the user to navigate to and access the servlets.</p> <p><b>Claim 45:</b> A method, as set forth in claim 44, the user having an assigned type, the menu layer for allowing accessing to servlets and restricting access to servlets as a function of the assigned type.</p>	<p><b>Claim 56:</b> A method, as set forth in claim 38 the web client including a plurality of servlets for providing functionality to a user.</p> <p><b>Claim 57:</b> A method, as set forth in claim 56, the web client including a login layer for identifying the user.</p> <p><b>Claim 58:</b> A method, as set forth in claim 57, the web client including a menu layer for allowing the user to navigate to and access the servlets.</p> <p><b>Claim 59:</b> A method, as set forth in claim 58, the user having an assigned type, the menu layer for allowing accessing to servlets and restricting access to servlets as a function of the assigned type.</p>
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Claims 1-21 and 26-45 are provisionally rejected on the ground of nonstatutory obviousness-type double patenting as being unpatentable over claims 1-10, 18-28, 36-44 and 52-62, respectively, of copending Application No. 10/661,131 (US Patent Application Publication 2004/0092303; George et al.). Although the conflicting claims are not identical, they are not patentably distinct from each other because every element of claims 1-21 and 26-45 are found in claims 1-10, 18-28, 36-44 and 52-62, respectively, in the disclosure of Application No. 10/661,131.

Claims 1-10, 18-28, 36-44 and 52-62 of Application No. 10/661,131 disclose every limitation of claims 1-21 and 26-45, respectively, of Application No. 10/661,233 with the exceptions of substantially reciting the exchange of data including player



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voucher information between a host computer and remote device, a fillable form for receiving user information, filling out a form by a user with identifying data, and voucher information associated with player identification being sent to the remote device.

However, the claims recite receiving player information for storage on a database remotely from and returning that player information to the remote device, which is exchange of player tracking data. Further, the scope of the claims also encompass using a fillable form for receiving user information since financial and other institutions regularly practice the use of fillable forms for the purpose of receiving user information. As well, the claim scope includes receiving identification information at a remote device, which is commonly filling out a form with data at the remote device since financial and other institutions regularly obtain information from customers in this manner. It is also within the claim scope to realize that retrieving player information from a database is the process of player voucher information being sent to the remote device since voucher/ticket information for a player is commonly stored in a database for retrieval to be validated in a player tracking system.

Hence, it would have been obvious to one having ordinary skill in the art to modify claims 1-10, 18-28, 36-44 and 52-62 of Application No. 10/661,131 to provide exchange of player voucher information between a host computer and remote device, a fillable form, filling out a form by a user with identifying data, and voucher information being sent to the remote device as recited in claims 1-21 and 26-45, respectively, of Application No. 10/661,233.

The following claim charts show the claim-to-claim comparison between both applications:

10/661,233	10/661,131
<p><b>Claim 1:</b> A remote system for use with a gaming system, the gaming system for implementing a player tracking system, the player tracking system having at least one voucher assigned to a player, the voucher having at least one of a goods and service, the remote system comprising:</p> <p>a remote device; and,</p> <p>a remote network interface coupled to the remote device for exchanging data between host computer and the remote device, the data including voucher information associated with the voucher assigned to the player in the player tracking system.</p> <p><b>Claim 2:</b> A remote system, as set forth in claim 1, wherein the remote device is coupled to the remote network interface by a wireless connection.</p>	<p><b>Claim 1:</b> A remote system for use with a gaming system, the gaming system for implementing a player tracking system and having at least one electronic gaming machine playable by a player, a host computer coupled to the at least one electronic gaming machine by a network, the host computer including a database for maintaining the player tracking system, the remote system comprising:</p> <p>a remote device for receiving identification information input by a user; and,</p> <p>a remote network interface coupled to the remote device for receiving the identification information from the remote device, retrieving player information from the database as a function of the identification information, and returning the player information to the remote device (it would have been obvious at the time of invention to exchange data including player voucher information between a host computer and remote device since receiving player information for storage on a database remotely from and returning that player information back to the remote device is exchange of player tracking data).</p> <p><b>Claim 2:</b> A remote system, as set forth in claim 1, wherein the remote device is coupled to the remote network interface by a wireless connection.</p>

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**Claim 3:** A remote system, as set forth in claim 2, wherein the wireless connection uses an IEEE 802.11 standard.

**Claim 4:** A remote system, as set forth in claim 3, wherein the wireless connection is IEEE 802.11b.

**Claim 5:** A remote system, as set forth in claim 3, wherein the wireless connection is IEEE 802.11g.

**Claim 6:** A remote system, as set forth in claim 1, the remote device having a processor and a web client for interaction with a user.

**Claim 7:** A remote system, as set forth in claim 6, the web client for acquiring input from the user and formatting and presenting data to the user.

**Claim 8:** A remote system, as set forth in claim 1, the data including a request form, the remote network interface for sending the request form to the remote device.

**Claim 9:** A remote system, as set forth in claim 8, the data including player information, the request form being fillable with the player information by a user, the remote device for sending the player information to the remote network interface.

**Claim 10:** A remote system, as set forth in claim 9, the remote device having a processor and a web client for interaction with a user, the request form

**Claim 3:** A remote system, as set forth in claim 2, wherein the wireless connection uses an IEEE 802.11 standard.

**Claim 4:** A remote system, as set forth in claim 3, wherein the wireless connection is IEEE 802.11b.

**Claim 5:** A remote system, as set forth in claim 3, wherein the wireless connection is IEEE 802.11g.

**Claim 6:** A remote system, as set forth in claim 1, the remote device having a processor and a web client for interaction with the user.

**Claim 7:** A remote system, as set forth in claim 6, the web client for acquiring input from the user and formatting and presenting data to the user.

**Claim 8:** A remote system, as set forth in claim 1, the remote network interface for sending a request form to the remote device.

**Claim 9:** A remote system, as set forth in claim 8, the request form being fillable with the identification information by the user.

**Claim 10:** A remote system, as set forth in claim 9, the remote device having a processor and a web client for interaction with a user, the request form being

being accessible through the web client.

**Claim 11:** A remote system, as set forth in claim 1, the host computer including a database for maintaining the player tracking system, the remote network interface coupled to the database for retrieving and storing data therein.

**Claim 12:** A remote system, as set forth in claim 11, the database for storing data in database tables.

**Claim 13:** A remote system, as set forth in claim 12, further comprising a plurality of first data object coupled to the database tables for retrieving and storing data in the database tables.

**Claim 14:** A remote system, as set forth in claim 13, further comprising at least one second data object coupled to the first data objects for assembling multiple first data objects into a third data object.

**Claim 15:** A remote system, as set forth in claim 14, the third data object coupled to the remote network interface for receiving queries from the remote network interface, retrieves responsive data from the database, formatting the responsive data and returning the responsive data to the remote network interface.

**Claim 16:** A remote system, as set forth in claim 15, the remote network interface for receiving the responsive data and transmitting the responsive data to the remote device.

**Claim 17:** A remote system, as set forth in claim 18, the remote device having a processor and a web client for

accessible through the web client.

**Claim 18:** A remote system, as set forth in claim 1, the remote network interface coupled to the database for retrieving and storing data therein.

**Claim 19:** A remote system, as set forth in claim 18, the database for storing data in database tables.

**Claim 20:** A remote system, as set forth in claim 19, further comprising a plurality of first data object coupled to the database tables for retrieving and storing data in the database tables.

**Claim 21:** A remote system, as set forth in claim 20, further comprising at least one second data object coupled to the first data objects for assembling multiple first data objects into a third data object.

**Claim 22:** A remote system, as set forth in claim 21, the third object coupled to the remote network interface for receiving queries from the remote network interface, retrieving responsive data from the database, formatting the responsive data and returning the responsive data to the remote network interface.

**Claim 23:** A remote system, as set forth in claim 22, the remote network interface for receiving the responsive data and transmitting the responsive data to the remote device.

**Claim 24:** A remote system, as set forth in claim 23, the remote device having a processor and a web client for interaction

<p>interaction with a user, the remote network interface for formatting the responsive data into a hyper text mark-up language response for display by the web client.</p> <p><b>Claim 18:</b> A remote system, as set forth in claim 6, the web client including a plurality of servlets for providing functionality to a user.</p> <p><b>Claim 19:</b> A remote system, as set forth in claim 18, the web client including a login layer for identifying the user.</p> <p><b>Claim 20:</b> A remote system, as set forth in claim 19, the web client including a menu layer for allowing the user to navigate to and access the servlets.</p> <p><b>Claim 21:</b> A remote system, as set forth in claim 20, the user having an assigned type, the menu layer for allowing accessing to servlets and restricting access to servlets as a function of the assigned type.</p>	<p>with a user, the remote network interface for formatting the responsive data into a hyper text mark-up language response for display by the web client.</p> <p><b>Claim 25:</b> A remote system, as set forth in claim 6, the web client including a plurality of servlets for providing functionality to a user.</p> <p><b>Claim 26:</b> A remote system, as set forth in claim 25, the web client including a login layer for identifying the user.</p> <p><b>Claim 27:</b> A remote system, as set forth in claim 26, the web client including a menu layer for allowing the user to navigate to and access the servlets.</p> <p><b>Claim 28:</b> A remote system, as set forth in claim 27, the user having an assigned type, the menu layer for allowing accessing to servlets and restricting access to servlets as a function of the assigned type.</p>
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<p><b>Claim 26:</b> A method for use with a gaming system for implementing a player tracking system, the player tracking system having at least one voucher assigned to a player, the voucher having an associated number of comp points, the method including the steps of:</p> <p>sending a fillable form to a remote</p>	<p><b>Claim 36:</b> A method using a remote device for retrieving information related to a player in a player tracking system for use with a gaming system, the gaming system including at least one electronic gaming machine playable by the player and a host computer coupled to the at least one electronic gaming machine by a network, the host computer including a database for maintaining the player tracking system, the method including the steps of:</p> <p>(it would have been obvious at the time to</p>



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<p>device;</p> <p>filling out the form with data, by a user, for identifying the player in the player tracking system; and</p> <p>sending voucher information to the remote device, the voucher information being associated with the voucher assigned to the player in the player tracking system.</p> <p><b>Claim 27:</b> A method, as set forth in claim 26, the gaming system including a host computer and a remote network interface for coupling the remote device to the host computer, including the step of providing a wireless connection between the remote device and the remote network interface.</p> <p><b>Claim 28:</b> A method, as set forth in claim 27, wherein the wireless</p>	<p>provide a fillable form for receiving user information since financial and other institutions regularly practice the use of fillable forms for the stated purpose)</p> <p>receiving identification information at the remote device (it would have been obvious at the time of invention to realize that receiving identification information at a remote device is commonly carried out by a user who fills out a form with identification data at a remote device from storage of the data since financial and other institutions regularly obtain information from customers by these means);</p> <p>receiving the identification information from the remote device at the host computer; and,</p> <p>retrieving player information from the database as a function of the identification information (it would have been obvious at the time of invention to realize that retrieving player information from a database is the process of player voucher information being sent to the remote device since voucher/ticket information for a player is commonly stored in a database for retrieval to be validated in a player tracking system).</p> <p><b>Claim 37:</b> A method, as set forth in claim 36, the gaming system having a remote network interface for coupling the remote device to the host computer, the method including the step of providing a wireless connection between the remote device and the remote network interface.</p> <p><b>Claim 38:</b> A method, as set forth in claim 37, wherein the wireless connection uses</p>
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connection uses an IEEE 802.11 standard.

**Claim 29:** A method, as set forth in claim 28, wherein the wireless connection is IEEE 802.11b.

**Claim 30:** A method, as set forth in claim 28, wherein the wireless connection is IEEE 802.11 g.

**Claim 31:** A method, as set forth in claim 26, the remote device having a processor and a web client for interaction with a user, the method including the steps of: acquiring input via the web client from the user; and, formatting and presenting data to the user.

**Claim 32:** A method, as set forth in claim 26, the data including a request form, the method including the step of sending the request form to the remote device.

**Claim 33:** A method, as set forth in claim 32, the request form being fillable with player information by the user, the method including the step of sending the player information to a remote network interface located on a host computer.

**Claim 34:** A method, as set forth in claim 33, the request form being accessible through the web client.

**Claim 35:** A method, as set forth in claim 26, data related to the player tracking system being stored in a database stored on a host computer, the method including the step of providing a remote network interface coupled to the database for retrieving and storing data

an IEEE 802.11 standard.

**Claim 39:** A method, as set forth in claim 38, wherein the wireless connection is IEEE 802.11b.

**Claim 40:** A method, as set forth in claim 38, wherein the wireless connection is IEEE 802.11g.

**Claim 41:** A method, as set forth in claim 36, the remote device having a processor and a web client for interaction with a user, the method including the steps of: acquiring input via the web client from the user; and, formatting and presenting data to the user.

**Claim 42:** A method, as set forth in claim 36, the method including the step of sending a request form by the remote network interface to the remote device.

**Claim 43:** A method, as set forth in claim 42, the request form being fillable with the identification information by a user.

**Claim 44:** A method, as set forth in claim 43, the request form being accessible through a web client.

**Claim 52:** A method, as set forth in claim 36, the remote network interface coupled to the database for retrieving and storing data therein.

therein.

**Claim 36:** A method, as set forth in claim 35, the method including the step of the storing data in the database in database tables.

**Claim 37:** A method, as set forth in claim 36, the method including the step of providing a plurality of first data object coupled to the database tables for retrieving and storing data in the database tables.

**Claim 38:** A method, as set forth in claim 37, the method including the step of providing at least one second data object coupled to the first data objects for assembling multiple first data objects into a third data object.

**Claim 39:** A method, as set forth in claim 38, the third object being coupled to the remote network interface, the method including the steps of receiving, by the third object, queries from the remote network interface, retrieving responsive data from the database, formatting the responsive data and returning the responsive data to the remote network interface.

**Claim 40:** A method, as set forth in claim 35, the method including the step of receiving, by the remote network interface, the responsive data and transmitting the responsive data to the remote device.

**Claim 41:** A method, as set forth in claim 40, the remote device having a processor and a web client for interaction with a user, the method including the steps of formatting, by the

**Claim 53:** A method, as set forth in claim 52, the database for storing data in database tables.

**Claim 54:** A method, as set forth in claim 53, including the step of providing a plurality of first data object coupled to the database tables for retrieving and storing data in the database tables.

**Claim 55:** A method, as set forth in claim 54, including the step of providing at least one second data object coupled to the first data objects for assembling multiple first data objects into a third data object.

**Claim 56:** A method, as set forth in claim 55, the third object coupled to the remote network interface, the method including the step of receiving queries from the remote network interface at the third object, retrieving responsive data from the database, formatting the responsive data and returning the responsive data to the remote network interface.

**Claim 57:** A method, as set forth in claim 56, including the steps of receiving the responsive data and transmitting the responsive data to the remote device.

**Claim 58:** A method, as set forth in claim 57, the remote device having a processor and a web client for interaction with a user, the method including the step of formatting the responsive data, at the

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<p>remote network interface, the responsive data into a hyper text mark-up language response for display by the web client.</p> <p><b>Claim 42:</b> A method, as set forth in claim 31, the web client including a plurality, of servlets for providing functionality to a user.</p> <p><b>Claim 43:</b> A method, as set forth in claim 42, the web client including a login layer for identifying the user.</p> <p><b>Claim 44:</b> A method, as set forth in claim 43, the web client including a menu layer for allowing the user to navigate to and access the servlets.</p> <p><b>Claim 45:</b> A method, as set forth in claim 44, the user having an assigned type, the menu layer for allowing accessing to servlets and restricting access to servlets as a function of the assigned type.</p>	<p>remote network interface, into a hyper text mark-up language response for display by the web client.</p> <p><b>Claim 59:</b> A method, as set forth in claim 41 the web client including a plurality of servlets for providing functionality to a user.</p> <p><b>Claim 60:</b> A method, as set forth in claim 59, the web client including a login layer for identifying the user.</p> <p><b>Claim 61:</b> A method, as set forth in claim 60, the web client including a menu layer for allowing the user to navigate to and access the servlets.</p> <p><b>Claim 62:</b> A method, as set forth in claim 61, the user having an assigned type, the menu layer for allowing accessing to servlets and restricting access to servlets as a function of the assigned type.</p>
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This is a provisional obviousness-type double patenting rejection because the conflicting claims have not in fact been patented.

### ***Claim Rejections - 35 USC § 112***

The following is a quotation of the second paragraph of 35 U.S.C. 112:

The specification shall conclude with one or more claims particularly pointing out and distinctly claiming the subject matter which the applicant regards as his invention.

Claims 17 and 48 are rejected under 35 U.S.C. 112, second paragraph, as being indefinite for failing to particularly point out and distinctly claim the subject matter which applicant regards as the invention.

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Claim 17 recites the limitation "A remote system, as set forth in claim 18" in about line 12 on page 59 of the specification; however, claim 17 with this limitation does not depend from a preceding claim, but from a claim that is recited thereafter. There is insufficient antecedent basis for this limitation in the claim.

Claim 48 recites the limitation "A method, as set forth in claim 55" in about line 26 on page 63 of the specification; however, claim 48 with this limitation does not depend from a preceding claim, but from a claim that is recited thereafter. There is insufficient antecedent basis for this limitation in the claim.

***Claim Rejections - 35 USC § 102***

The following is a quotation of the appropriate paragraphs of 35 U.S.C. 102 that form the basis for the rejections under this section made in this Office action:

A person shall be entitled to a patent unless –

(b) the invention was patented or described in a printed publication in this or a foreign country or in public use or on sale in this country, more than one year prior to the date of application for patent in the United States.

Claims 1, 11-12, 25-26, 35-36 and 49 are rejected under 35 U.S.C. 102(b) as being anticipated by Saunders et al. (US Patent 6,012,832; hereinafter Saunders).

Figures are described with reference characters where necessary for clarity.

Regarding claim 1,

a remote system for use with a gaming system, the gaming system for implementing a player tracking system, the player tracking system having at least one voucher assigned to a player, the voucher having at least one of a goods and service (column 3, lines 12-28, Saunders; devices are coupled to an central computer and/or gaming machine via a network), comprises:

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a remote device (column 6, lines 13-21 and 41-45 and Fig. 1, 10 and Fig. 6, 660, Saunders; a device is disclosed); and,

a remote network interface coupled to the remote device (column 6, lines 45-53 and Fig. 1, 60, Saunders) for exchanging data between host computer and the remote device (column 7, lines 1-9, column 7, lines 25-52, column 8, lines 5-22 and Fig. 7, 70, 700, 710, Saunders; information is received so as to be stored in the memory of the device and on the gaming machine or central computer and the device information stored in device memory or memory on the gaming machine or central computer is sent or returned from the gaming machine via the microprocessor to be validated with information on the player card, which is the exchange of data between the host computer and remote device), the data including voucher information associated with the voucher assigned to the player in the player tracking system (column 7, lines 5 and 10-24, Saunders; player information is retrieved from memory, either on the device or gaming machine or central computer, that is a database for storing data for the purpose of verification).

Regarding claim 11, the host computer including a database for maintaining the player tracking system, the remote network interface coupled to the database for retrieving and storing data therein (column 7, lines 1-8, Saunders).

Regarding claim 12, the database for storing data in database tables (column 7, line 5, Saunders).

Regarding claim 25, the remote device for accepting the voucher (column 6, lines 41-45, Saunders).

Regarding claim 26, the scope of the claim is substantially the same as claim 1 above with the only difference being that claim 1 is an apparatus claim and claim 26 is a process claim.

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Regarding claims 35-36, the scope of the claims is substantially the same as claims 11-12 above with the only difference being that claims 11-12 are apparatus claims and claims 35-36 are process claims.

Regarding claim 49, the scope of the claim is substantially the same as claim 25 above with the only difference being that claim 25 is an apparatus claim and claim 49 is a process claim.

***Claim Rejections - 35 USC § 103***

The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negated by the manner in which the invention was made.

The factual inquiries set forth in *Graham v. John Deere Co.*, 383 U.S. 1, 148 USPQ 459 (1966), that are applied for establishing a background for determining obviousness under 35 U.S.C. 103(a) are summarized as follows:

1. Determining the scope and contents of the prior art.
2. Ascertaining the differences between the prior art and the claims at issue.
3. Resolving the level of ordinary skill in the pertinent art.
4. Considering objective evidence present in the application indicating obviousness or nonobviousness.



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Claims 2-5 and 27-30 are rejected under 35 U.S.C. 103(a) as being unpatentable over Saunders in view of Crumby (US Patent 6,875,110). Figures are described with reference characters where necessary for clarity.

Saunders substantially teaches features of the claimed invention as described above.

However, Saunders does not substantially teach wireless communication as claimed. Therefore, attention is directed to Crumby, which teaches

Regarding claim 2, the remote device is coupled to the remote network interface by a wireless connection (column 11, lines 57-67, Crumby).

Crumby suggests that a device that eliminates the complexity of communication networks for providing network gaming services will remove the barrier to increasing the number of those network gaming services, namely player tracking, bonus games, progressive games and cashless ticketing (column 2, lines 19-30, Crumby).

Thus, it would have been obvious to one having ordinary skill in the art at the time the applicant's invention was made to modify Saunders in view of the teachings of Crumby for the purpose of providing the remote system for use with a gaming device of Saunders having wired communication features that are interchangeable with or upgradeable to the wireless features of Crumby in order to eliminate the complexity of communication networks so as to remove the barrier to increasing the number of network gaming services.

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Regarding claims 3-5, the wireless connection uses an IEEE 802.11, 802.11 b or 802.11 g standard (column 12, lines 1-6, Crumby; it would have been obvious at the time of invention to use IEEE 802.11 standards for wireless communication).

Regarding claims 27-30, the scope of the claims is substantially the same as claims 2-5 above with the only difference being that claims 2-5 are apparatus claims and claims 27-30 are process claims.

Claims 6-10 and 31-34 are rejected under 35 U.S.C. 103(a) as being unpatentable over Saunders in view of Fin et al. (US Patent 6,240,444; hereinafter Fin). Figures are described with reference characters where necessary for clarity.

Saunders substantially teaches features of the claimed invention as described above.

However, Saunders does not substantially teach the remote device with a processor and user interactive web client as claimed. Therefore, attention is directed to Fin, which teaches

Regarding claim 6, the remote device having a processor and a web client for interaction with the user (column 4, lines 32-43, column 4, line 63 to column 5, line 7 and Fig. 1, 150, Fin; client computers inherently having processor to function utilize a web page for communication with users).

Fin suggests that a device that enables simultaneous collaboration between users of a web page on a web client will remove the facility and expense of having to

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use another communication means in order to coordinate web browsing (column 2, lines 6-55, Fin).

Thus, it would have been obvious to one having ordinary skill in the art at the time the applicant's invention was made to modify Saunders in view of the teachings of Fin for the purpose of providing the remote system for use with a gaming device of Saunders having local area network communication features that are interchangeable with or upgradeable to the processor and web client features of Fin in order to provide simultaneous web page collaboration so as to eliminate the facility and expense of using another communication means to coordinate web browsing.

Regarding claim 7, the web client for acquiring input from the user and formatting and presenting data to the user (column 6, lines 12-24, Fin; a user interface for data input from the user processes the input data and redirects the data for web sharing).

Regarding claim 8, the data including a request form, the remote network interface for sending a request form to the remote device (column 6, lines 40-53 and column 19, lines 34-53; Fin).

Regarding claim 9, the data including player information, the request form being fillable with the player information by the user, the remote device for sending the player information to the remote network interface (column 7, lines 45-53 and column 19, lines 34-53, Fin).

Regarding claim 10, the remote device having a processor and a web client for interaction with a user, the request form being accessible through the web client (column 7, line 54 to column 8, line 8 and column 19, lines 34-53, Fin).

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Regarding claims 31-34, the scope of the claims is substantially the same as claims 6-10 above with the only difference being that claims 6-10 are apparatus claims and claims 31-34 are process claims.

Claims 13-16 and 37-40 are rejected under 35 U.S.C. 103(a) as being unpatentable over Saunders in view of Rowe (US Patent 7,162,036). Figures are described with reference characters where necessary for clarity.

Saunders substantially teaches features of the claimed invention as described above.

However, Saunders does not substantially teach data objects as claimed. Therefore, attention is directed to Rowe, which teaches

Regarding claim 13, a plurality of first data objects coupled to the database tables for retrieving and storing data in the database tables (column 3, lines 37-50, column 5, lines 8-58, column 7, lines 1-10 and column 8, lines 42-59, Rowe; plural object data are coupled to files for retrieval and storage of player tracking information).

Rowe suggests that a device that utilizes data objects to link gaming jurisdictions and allow for small portions of software to be upgraded rather than the entire software application will account for the differences between gaming rules of different gaming jurisdictions so as to eliminate time consuming and inefficient customization of each gaming jurisdiction individually (column 2, lines 11-36, Rowe).

Thus, it would have been obvious to one having ordinary skill in the art at the time the applicant's invention was made to modify Saunders in view of the teachings of

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Rowe for the purpose of providing the gaming device of Saunders having data transfer and retrieval features that are interchangeable with or upgradeable to the data object features of Rowe in order to link gaming jurisdictions via use of smaller portions of upgradeable software to remove time consuming and inefficient customization of each gaming jurisdiction individually.

Regarding claim 14, at least one second data object coupled to the first data objects for assembling multiple first data objects into a third data object (column 8, line 60 to column 9, line 14, Rowe; plural objects generated as object signatures are combined to form gaming application objects generated as gaming application signatures).

Regarding claim 15, the third object coupled to the remote network interface for receiving queries from the remote network interface, retrieving responsive data from the database, formatting the responsive data and returning the responsive data to the remote network interface (column 9, lines 15-49, Rowe; the gaming network is accessed or queried via a gaming machine for retrieving objects or software modules associated with game data).

Regarding claim 16, the remote network interface for receiving the responsive data and transmitting the responsive data to the remote device (column 9, lines 15-49, Rowe; object data is retrieved and stored).

Regarding claims 37-40, the scope of the claims is substantially the same as claims 13-16 above with the only difference being that claims 13-16 are apparatus claims and claims 37-40 are process claims.

Claims 17-21 and 41-45 are rejected under 35 U.S.C. 103(a) as being unpatentable over Saunders in view of Rowe, and even further in view of Fin. Figures are described with reference characters where necessary for clarity.

Saunders alone or in combination with Rowe substantially teaches features of the claimed invention as described above.

However, Saunders alone or in combination with Rowe does not substantially teach web client functionality as claimed. Therefore, attention is directed to Fin, which teaches

Regarding claim 17, the remote device having a processor and a web client for interaction with a user, the remote network interface for formatting the responsive data into a hyper text mark-up language response for display by the web client (column 15, lines 7-19, Fin).

Fin suggests that a device that enables simultaneous collaboration between users of a web page on a web client will remove the facility and expense of having to use another communication means in order to coordinate web browsing (column 2, lines 6-55, Fin).

Thus, it would have been obvious to one having ordinary skill in the art at the time the applicant's invention was made to modify Saunders in view of the teachings of Rowe, and further in view of the teachings of Fin for the purpose of exchanging the interchangeable or upgradeable local area network communication features of Saunders alone or in combination with Rowe with the web client functionality features of Fin in order to in order to provide simultaneous web page collaboration so as to



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eliminate the facility and expense of using another communication means to coordinate web browsing.

Regarding claim 18, the web client including a plurality of servlets for providing functionality to a user (column 12, lines 40-43, Fin; a web documents act as plural servlets allowing a user to access data via programs).

Regarding claim 19, the web client including a login layer for identifying the user (column 12, lines 44-47, Fin; it obvious to one of ordinary skill in the art at the time of invention that the account number as input data is used for login since this functionality is common to banking systems for security reasons).

Regarding claim 20, the web client including a menu layer for allowing the user to navigate to and access the servlets (column 12, line 57 to column 13, line 19, Fin; child windows and web document windows allow the user to retrieve and store or exchange data or information with applications on the system).

Regarding claim 21, the user having an assigned type, the menu layer for allowing accessing to servlets and restricting access to servlets as a function of the assigned type (column 13, lines 19-33, Fin; an order number for windows are assigned based on a hierarchy of windows).

Regarding claims 41-45, the scope of the claims is substantially the same as claims 17-21 above with the only difference being that claims 17-21 are apparatus claims and claims 41-45 are process claims.

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Claims 22-24 and 46-48 are rejected under 35 U.S.C. 103(a) as being unpatentable over Saunders.

Regarding claims 22-24, Saunders teaches that a ticket or voucher is printed with a player ID number based on information obtained from a player card for the purposes of tracking player information or venue information for security, game play and cash-in or cash-out of game funds (column 8, lines 6-34, Saunders). Consequently, a voucher ID number, description of associated products or services and an expiration date are information also commonly needed or required to maintain a gaming business.

Thus, it would have been obvious to one having ordinary skill in the art at the time the applicant's invention was made to modify Saunders to include voucher information in conjunction with a voucher in order to maintain the gaming business by tracking system data.

Regarding claims 46-48, the scope of the claims is substantially the same as claims 22-24 above with the only difference being that claims 22-24 are apparatus claims and claims 46-48 are process claims.

### ***Conclusion***

The prior art made of record and not relied upon is considered pertinent to applicant's disclosure.

E US-5,179,517, Sarbin et al.

F US-5,830,067, Graves et al.

G US-6,508,709 B1, Karmarkar

H US-7,033,276 B2, Walker et al.

I US-6,511,377 B1, Weiss

J US-5,770,533, Franchi

K US-5,762,552, Vuong et al.

Any inquiry concerning this communication or earlier communications from the examiner should be directed to Arthur O. Hall whose telephone number is (571) 270-1814. The examiner can normally be reached on Mon - Fri, 8:00am - 5:00 pm, Alt Fri, EST.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Gary Jackson can be reached on (571) 272-4697. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

AH

6/28/2007

GARY JACKSON  
SUPERVISORY PATENT EXAMINER

